JAK AND DAXTER: THE PRECURSOR LEGACY – title tbc – KEY FEATURES

"Jak and Daxter: The Precursor Legacy" is an action adventure game that combines a variety of different genres, including action platform, adventure, strategy, mini-games, racing, and exploration into one enormous epic fantasy.

Unique and superb gameplay mechanics, technological innovations, a cast of brilliant characters and an absolutely fantastic new universe filled with vibrant environments brings this new franchise to life.

"Jak and Daxter: The Precursor Legacy" leads the pack in second generation software going beyond the expected and celebrates the future of interactive entertainment.

Key features

- A cast of brilliantly designed characters each with their own unique personality that come to life and their own strengths and weakness. The main hero and his best friend, Daxter are quite a comic duo!

- Jak is the somewhat reserved, silent but strong hero-type; while Daxter (sidekick) is the main comic relief; full of obnoxious personality, huge variety of animations & AI responses (think Timon in Lion King or Mushu in Mulan), supplemental assistance of gameplay throughout and lots and lots of laughs! He'll show you where to go when needed and will host a variety of (about 5 - 6) pre-recorded reactions for every task

- Visually stunning and detailed character and environmental models. Main character is 4000 polys_ (vs. 500 polys for Crash) All items are independently rendered at thousands of polygons/sec. ALL creatures and environmental elements are "alive" in real-time

- Huge range of animations for main character(s) with unique and sound physics that enhance the gameplay experience. Innovative new blended animations deliver a visually smooth and extremely realistic motions – for the characters, the physics of environment elements, etc.

- Incredibly smart AI for environmental elements as well as NPC's. Enemies will come after you and continue to follow until you defeat them. Multiple enemy attacks make the game even more challenging.

- Subtle yet involving storyline that unfolds through various objectives/tasks given to you throughout each level; 8 tasks in each level; all tasks are linked together; interacting with one will have a direct affect on others that follow (ie: open blue Eco vents will let you complete the Beach level even though you open the vent in the

Jungle level)

- The adventure takes place across a massive, single continuous piece of coastline. There are 12 levels, 8 Sub mini game areas (ie: fishing, racing, etc) each with a Village area (hubs), 3 Bonus races and 2 Bosses.

- The world will be literally transition-less allowing the gamer to walk from one end to the other as one would in the real world. The level will also vary in weather conditions and style.

- Racing Rounds offer (2) 1st and 3rd person views (ie: Racing goggles can be used as a clarifying lens with a HUD Display, blocking sun glare and sharpening your view and advantage while also showing race stats, game status and Save screen options. HUD display also allows for retractable Zoom lens w/a shutter that magnifies by up to 16 times the original size)

- Ride the A-GraV Zoomer (a vehicle which is a cross between hover craft, jetski, and valkyrie motorcycle) across land and sea. The “Zoomer” has both a Forward Thrust and Lower Prop Counter Balance Driver Weight for extra rear lift when speed is desired and also swivels left/right for fishtail turns.

- Tame and befriend a young Flut Flut and in return you can saddle him up to speed across areas and reach high-rising platforms.

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Developer: Naughty Dog/SCEA **Genre**: Action adventure **No. of Players:** 1
Platform: PlayStation 2 **Peripherals**: Analog Controller (DUALSHOCK 2), Memory Card (8MB) (for PlayStation 2) **Release Date:** Winter 2001